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Haldir™ at Helms Deep™

The Elves are a long-lived and noble race, possessed of great wisdom. Haldir is old enough to remember the ancient treaties between Elves and Men, so travels from his woodland home to Helm's Deep to honour a long-forgotten pact.

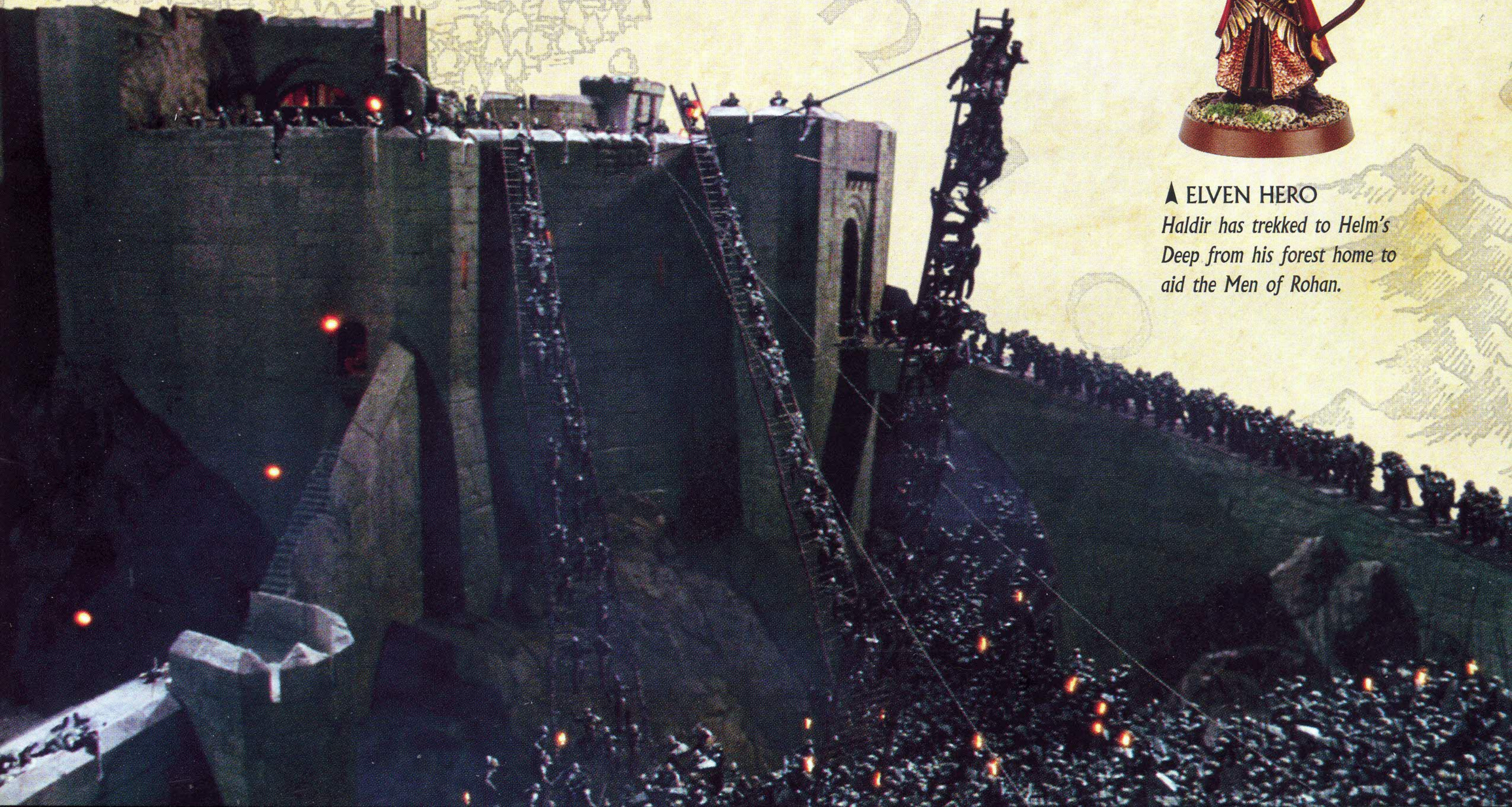
> *'An alliance once existed between Elves and Men... We come to honour that allegiance.'*
>
> HALDIR™

As the Rohirrim prepare to fight for their lives, the Elves arrive to lend aid to the depleted force of Men. Their leader, Haldir, has long patrolled the borders of the forest realm of Lothlórien, protecting his people from Sauron's minions with his prodigious archery skills. It was Haldir who gave The Fellowship sanctuary after the escape from the Mines of Moria and it was his friendship with Aragorn that allowed the heroes to enter Caras Galadhon. Haldir has always been an astute and wise protector of the forest. Now at Helm's Deep, the Elves of Lothlórien await the coming of Saruman's Uruk-hai, ready to cut them down with a withering hail of arrows.

In this Pack's Playing the Game we take a detailed look at fighting within a fortress, while in the Battle Game we present our first Campaign Report. Here we look at how to link together all the different siege games into a narrative campaign and show you what happened when two gamers began to play through them. In the Painting Workshop we explain how to paint your Haldir miniature, focusing on the special armour effects. Finally, in the Modelling Workshop we begin to construct a fortress that will be the primary terrain piece in the siege campaign.

▲ ELVEN HERO

Haldir has trekked to Helm's Deep from his forest home to aid the Men of Rohan.



Fighting in a Fortress

When the fortifications fail to hold and the enemy floods into the fortress, the fighting must begin in earnest. Here we cover the rules for warriors battling beside dangerous drops and up narrow stairways in a furious defence of their stronghold.

In most situations, fighting within a fortress is no different to fighting in other locations and therefore very few extra rules are required. However, some fights will take place in confined spaces, often through doorways or hatchways, or along precipitous stairs or battlements. In these cases it is possible for warriors to stumble or fall during the fight, resulting in injury or even death. Castles may be near-impregnable, but once the focus of the battle switches to within the walls, they prove treacherous battlegrounds indeed.

◄ DESPERATE STRUGGLE
The Uruks climb the wall and assault the defenders from within!

RECAP

The Fight Phase

In Pack 4's Playing the Game we looked at the Fight phase in detail. These rules are just as relevant whether the models are fighting across an open battlefield or within the walls of a fortress. However, some situations may arise where being pushed back or trapped can be even more dangerous for a warrior. These exceptions are covered later.

Defending Barriers

The full rules for defending barriers were presented in Pack 7's Playing the Game. It is well worth looking over these rules again to get a full understanding of fighting within a fortress.

◄ TRAPPED FIGHTERS
Being trapped is a more common occurrence within the confines of a fortress.

► DEFENDING A BARRIER
The rules for defending battlements, doorways and gaps are exactly the same as those presented in Pack 7.

① Defending

Battlements can be defended from attack from below in the same way as other barriers. This is described in Pack 7's Playing the Game. The obvious difference is that attackers must use ladders to reach their enemy and this will be covered in Pack 29.

In addition, fortresses are full of doorways, hatches and very narrow corridors or stairwells. These narrow gaps can also be defended in much the same way as barriers or battlements. This enables a brave warrior to gallantly fight off several times his own number of enemy, either winning time for his comrades, or denying access to his foes.

◄ DEFENDING A DOORWAY

This gap is narrow enough for the Warrior of Rohan to defend it.

As doorways, corridors and stairwells can be different widths, we will have to define what 'narrow' means. In gaming terms, a narrow gap is one that is only just large enough for the defender to pass through – typically the width of a foot soldier's base. If a doorway or corridor is wider than this, a model may still be positioned so as to block access, but is not counted as defending.

NB. In some situations you might find it impossible to place the combatants in narrow gaps so that they touch base to base. This tends to happen where walls are thick and doorways are narrower than the model's base. In these cases the charger is simply placed as far forward as possible, and the models are assumed to be touching in the same way as models fighting over a barrier.

◄ NARROW GAPS

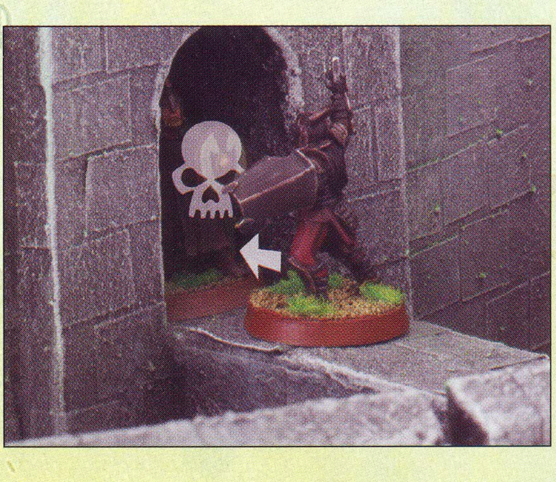
These models cannot get into base contact, but can still fight using the defended barrier rules.

Working Out Defending Fights

All defending fights are worked out in exactly the same way as fights over a barrier. In the case of fights through gaps, the charger does not actually have to force his way through or over a barrier, but we assume the close proximity of stone walls and door embrasures works to restrict and therefore disadvantage the attacker. This means the charger must still roll to see if his blows strike 'the barrier', but in this case the barrier comprises the surrounding masonry and woodwork. Work through the fight as described in Pack 7's Playing the Game.

If the defender is killed, his slayer is immediately moved into the space previously occupied by his opponent in the same way as for defending a barrier (provided that there is enough room). If the 'barrier' being defended is a door or hatchway, then the attacker may automatically move through it if he wins.

> *'Within these walls we will outlast them.'*
>
> THÉODEN™



◄ DEFENDING A DOORWAY

The Warrior of Rohan defending the doorway is slain, allowing the Uruk-hai to step forward and take his place.

Fighting From Both Sides

If a warrior is defending against attackers from one direction and is attacked from behind as well, then the rules for fighting across barriers apply. If a warrior is defending a doorway or hatchway, work out the attack from behind first, followed by the defending combat. If a warrior is defending a narrow corridor, stairway, walkway or similar gap, it may not be obvious which opponent he should be defending against. The defender chooses which attacker to fight in a normal combat and which to defend against.

◄ ATTACKED ON ALL SIDES
This Rohirrim valiantly defends the stairway from both sides.

② Fighting Beside Precipitous Drops

A fortress has open battlements and stairs that make it quite likely that fights will take place beside steep drops. These rules were looked at in earlier Packs, but are repeated here for convenience.

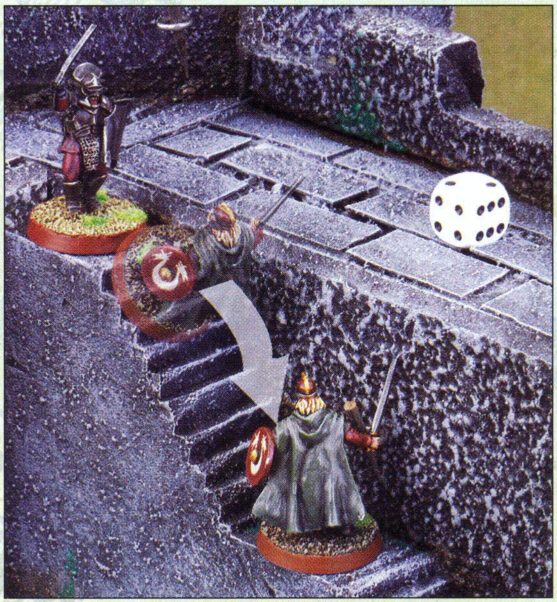
A warrior who loses a fight must back away 2cm/1" from his enemy and if unable to do so is trapped – trapped warriors take double the usual number of strikes, as described in Pack 4. A warrior unable to move back because of a sheer drop can choose either to remain where he is or jump. If he remains where he is, the model is trapped and suffers double strikes. If he jumps, he suffers one Strength 3 hit for each 2cm/1" he falls – as described in Pack 6's Playing the Game.

► FIGHTING ON THE BATTLEMENTS
This Uruk–hai must choose whether to leap off the battlements or count as trapped.

3 Stumbles on Stairs

If warriors are fighting on stairs, defeated warriors can back away upstairs without penalty so long as there is room for them to do so. However, warriors moving back down a stairway are at a disadvantage – we represent this with the 'Stumble' rule.

If a warrior is forced back down a stairway, make a random dice roll to see if he stumbles. On the roll of a 1, 2 or 3 the warrior stumbles, while on the roll of a 4, 5 or 6 the warrior steps nimbly down without losing balance. This roll may not be adjusted by spending Might points. If the warrior stumbles then he takes double strikes exactly like a trapped warrior. This makes it much riskier fighting an enemy up a stairway than down.



◄ **FIGHTING ON STAIRS**
The Warrior of Rohan is in a precarious position while battling up the stairway.

NEXT PACK...

In Pack 29's Playing the Game, we look at how to attack a fortress by deploying ladders and climbing the walls. This form of attack is highly dangerous for the attackers, as they must fight atop tall ladders and risk falling to their deaths!

The Helm's Deep™ Campaign

In this Pack we introduce our first Campaign Report. Unlike a Battle Report, we will be looking at a series of linked games themed around a central narrative, as well as introducing the gamers who will be playing them.

◄ THE MIGHT OF THE WHITE HAND

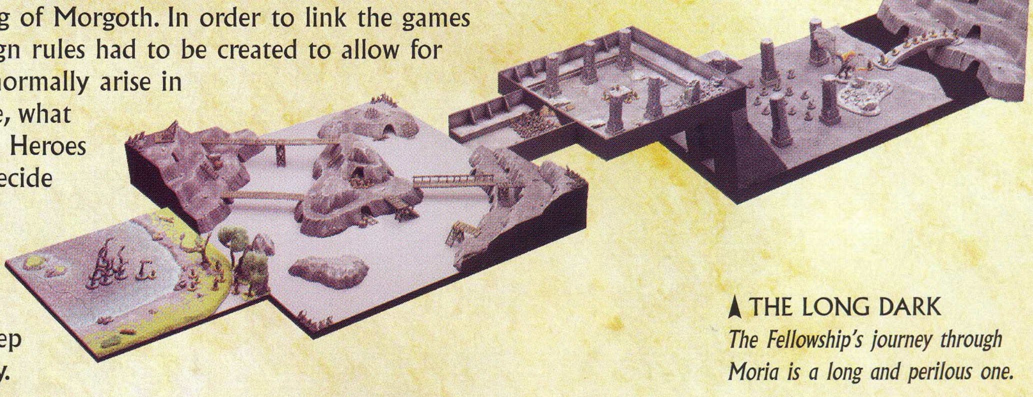
Aragorn looks out over the advancing horde of Uruk-hai.

The Helm's Deep campaign is set during the build-up to the siege of Helm's Deep. Rohan is in strife, being attacked from within by Saruman's sorcery and his agent, Gríma Wormtongue, as well as from without by the Uruk-hai. In this Pack, we translate this narrative into a series of Battle Games. The scenarios presented here have either been featured in previous Packs of *Battle Games in Middle-earth* or will be detailed in forthcoming Packs. On pages 10-11, we introduce the two gamers who will be playing each battle in turn as part of the narrative campaign.

RECAP

The Moria Campaign

In Pack 22 we presented an overview of the Moria Campaign, in which we linked the Battle Games from Packs 19-22. This narrative campaign had The Fellowship of The Ring battling the forces of Moria, culminating in a titanic struggle against the Balrog of Morgoth. In order to link the games effectively, special campaign rules had to be created to allow for situations that wouldn't normally arise in single games. For example, what happens when one of the Heroes dies? And how do you decide who wins overall? On the following pages we will present the rules for linking the games in your Helm's Deep campaign in a similar way.



▲ THE LONG DARK

The Fellowship's journey through Moria is a long and perilous one.

Campaign Special Rules

In Pack 19's Playing the Game we presented several ways of linking games to form a narrative campaign. The special scenario rules for the Helm's Deep campaign Battle Games work fine as they are, mainly because they were written with the campaign in mind. However, just as in the Moria scenarios, we found that we had to find a way to account for Heroes who are killed in battle during the campaign. We used the same rule here as we did in Pack 22, to allow Heroes a random chance to be able to fight on the next time they are listed as participants in a campaign scenario.

➤ TRAGIC HERO

Haldir is slain at Helm's Deep, leaving Aragorn to avenge his death.

Death of a Hero

If a Good Hero is killed in one of the Battle Games, but is named as a participant in one of the subsequent scenarios, he may still be able to continue the campaign. There is a chance that he may have only been wounded or stunned, and can return later. At the end of the game in which the Hero died, roll a dice and consult the table.

DICE	EFFECT
1	The Hero is dead and may take no further part in the campaign.
2-5	The Hero has been badly wounded, but is still alive. He begins the next game with no Fate points.
6	The Hero makes a full recovery and begins the game as normal.

The Order of Battle

The scenarios within the campaign are played in a set order. Beginning on page 8 is a description of each game in the correct order of play. The first two scenarios, 'Elven Attack' and 'Hold the Fort', have already been played by our gamers, Mark and Richard. Each scenario also has one or two special campaign rules, which you should add to the special scenario rules of the original Battle Game.

➤ HERO OF ROHAN

Hama is struck down by Warg Riders before he can reach Helm's Deep.

WINNING THE CAMPAIGN

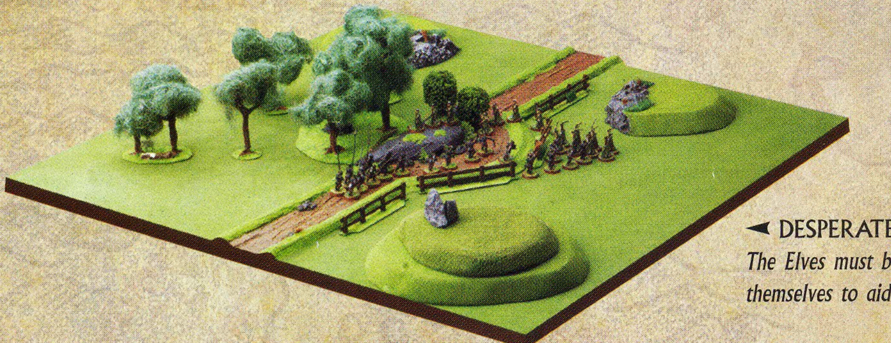
- The side that wins the most games wins the campaign. Note that Scenario 4, 'Retreat to the Hall', has special rules that make it impossible to draw – this is a win or lose campaign for the fate of Rohan itself!
- If Théoden is lost in battle and does not recover (by rolling a 1 on the 'Death of a Hero' table), the Good side cannot win. Even if they win most games overall, they can only draw due to the loss of the King of Rohan.

1 Elven Attack

This scenario, presented in Pack 4, explores what would have happened if Elrond had sent some of his warriors from Rivendell to ambush the Uruk-hai before they could assault Rohan. The small band of Elves know that they must succeed in order to buy the Rohirrim enough time to fortify themselves against Saruman's army.

Campaign Special Rules

The result of this game will be important later on in the campaign. If the Uruks win, there will be no effect on the campaign. They simply continue on their march to Helm's Deep. If the Elves win, there will be 5 fewer Uruk-hai in the 'Deeping Wall' scenario than is stated in Pack 29. The Evil player chooses exactly which Uruks are removed.



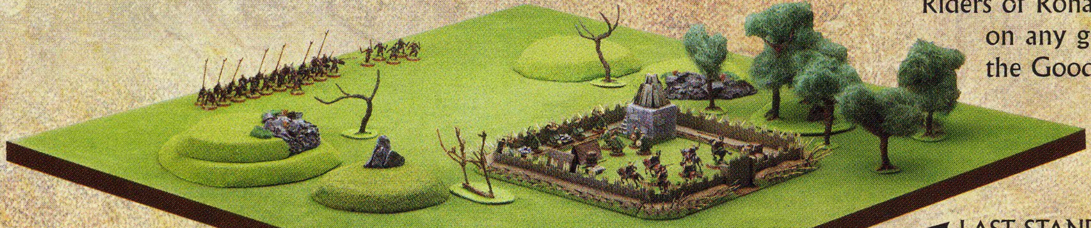
◄ DESPERATE TACTIC
The Elves must bravely sacrifice themselves to aid the Rohirrim.

2 Hold the Fort

In this scenario from Pack 27, Éomer is camped at a Rohirrim fort far north of Helm's Deep. Saruman has sent a party of his Uruk-hai warriors to find Éomer and his men and wipe them out utterly. Should Éomer die here, the consequences will be dire indeed for the defenders of Helm's Deep.

Campaign Special Rules

If the Uruk-hai win this game, the result can be potentially devastating to the Good side. If you choose to play the optional game, 'Battle for Helm's Deep' (see pg 9), the number of Riders of Rohan you can bring into play on any given turn is reduced by 2. If the Good side manage to win, there is no effect on the rest of the campaign.



◄ LAST STAND
The Rohirrim look out upon the advancing Uruk–hai horde.

3 The Deeping Wall

In this scenario, presented in Pack 29, the Evil forces launch an attack against the Deeping Wall, defended by Haldir, Aragorn, Legolas and Gimli with a force of Elves and Men. The Uruk-hai must attempt to get Saruman's demolition charge into the culvert to destroy the wall.

Campaign Special Rules

If the Good side win this game, they will have extra reinforcements for the next scenario, 'Retreat to the Hall'. Should Haldir survive, he will arrive with the reinforcements in 'Retreat to the Hall' along with the other Heroes. If Haldir dies (after rolling a 1 on the 'Death of a Hero' table), but the Good side still win, four of his Elves will appear instead.

◄ THE CASTLE'S WEAKNESS
The Uruk–hai try to destroy the Deeping Wall.

④ Retreat to the Hall

To be presented as a two-part Battle Report in Packs 30 and 31, this Battle Game sees the Evil forces launch a full-scale attack on the Gateway of Helm's Deep, defended by Théoden and a mere handful of warriors. In this scenario the Evil attackers must attempt to overwhelm the defences before the arrival of reinforcements. After being forced to abandon the gateway, King Théoden reluctantly sounds the retreat back to the main hall, where he hopes to regroup and prepare to ride out into the midst of the enemy! The Uruk-hai swarm into the fortress behind the heroes, forcing them to make a fighting retreat.

➤ STOUT DEFENCE
The Good side must direct all their efforts towards holding the gatehouse.

Campaign Special Rules

Unless you opt to play the 'Battle for Helm's Deep' scenario, this is the final game. In this instance, the winner of the game will count two victories instead of one for the purposes of calculating the overall victor. If you do decide to play the optional game (see below), you should keep track of the Good Heroes' Might, Will and Fate. Instead of replenishing these stores at the start of the next game, keep them at the same level as at the end of 'Retreat to the Hall'.

> *'Théoden King stands alone.'*
> GANDALF™
>
> *'Not alone. Rohirrim!'*
> ÉOMER™

Optional Scenario: The Battle for Helm's Deep

If you have *The Two Towers* edition of *Battle Games in Middle-earth*, you can opt to conclude your campaign with the 'Battle for Helm's Deep' scenario. This is a massive battle, for which you will need many additional models. If you have extra models of your own, or you can combine forces with a friend or two, this will make a grand and fitting finale to the Helm's Deep campaign.

➤ THÉODEN RIDES OUT
The Heroes of Helm's Deep are relying on Gandalf to reach the battle in time.

Playing the Campaign

In this section we introduce our two gamers, Richard Morgan and Mark Latham, who will be playing through all the scenarios in the Helm's Deep campaign. Here they play the first two of them – 'Elven Attack' and 'Hold the Fort'.

◄ BEGINNING THE CAMPAIGN
Mark and Richard battle it out during a closely fought 'Elven Attack' scenario.

Playing through the campaign are veteran gamers Richard Morgan and Mark Latham. Mark decided to reprise his role as the Evil general, commanding Saruman's army to crush the Rohirrim once and for all. Richard took on the responsibility of defending Rohan from the foul Uruk-hai. The two competitors began by playing 'Elven Attack' from Pack 4 and 'Hold the Fort' from Pack 27. Forthcoming Packs of *Battle Games in Middle-earth* will feature the rest of their games.

1 Elven Attack

Because this scenario is set on quite a small scale compared to more recent ones, Mark and Richard decided to pool their forces. By combining their miniature collections from *Battle Games in Middle-earth*, they were able to fight the battle using 20 Uruk-hai warriors and 16 Elves. This meant that in order to win, the Elves needed to kill 12 Uruks, while the Uruk-hai needed to get 10 of their number off the board.

Mark got off to a solid start, marching forwards with his Uruk-hai and sending a faction to block the Elves while the others raced through to the board's edge. Mark's aggressive tactics paid off in the early stages, with the Elves losing three of their number without retort. However, the heavy armour of the Elves started to show its value, as they began to hold firm and commence their counter-attack.

Richard concentrated his bowfire on the Uruk-hai pikemen, whose lower Defence values made them more vulnerable targets. In the closing turns, after a bitter struggle, the two sides became locked in combat on the board's edge. Victory could have swung either way, but Richard just managed to kill the required number of Uruks before Mark could escape. A narrow win for the Good side!

▲ BLOCKING TACTICS
Mark sends a detachment of Uruks forwards to protect his main force.

► PICKING TARGETS
The Elven archers target the more vulnerable pikemen.

② Hold the Fort

As the Uruk-hai neared the Rohan fort, Éomer's Riders charged into them, inflicting heavy casualties. Mark responded by splitting six of his Uruk-hai from the main combat and sending them towards the fort. The Rohirrim manning the walls were becoming a real problem with their bows and throwing spears.

As the fight continued between the Uruk-hai and the Riders of Rohan, the small force of Uruks attacked the fort and managed to climb over the palisade walls. This distraction was enough to force Richard to attack the Uruks with his Rohirrim warriors, losing him vital turns of shooting.

As the struggle continued outside the fort, Mark finally managed to gain the upper hand by using weight of numbers. Once they had lost the impetus of the charge, the Riders became easy prey for the Uruk-hai pikemen. Mark managed to position his Captain into combat with Éomer and arranged his pikemen around the Marshall so that they had him trapped. Winning the fight and rolling no less than 10 dice to wound, Éomer fell. The Evil side had won, much to Richard's surprise and dismay. After the game, Richard rolled on the 'Death of a Hero' chart. Éomer survived, but would have no Fate points for the next battle in which he appeared.

◄ FORTH ÉORLINGAS

The Riders of Rohan charge into the Uruk–hai column.

► ATTACK THE PALISADE

A splinter group of Uruk–hai assail the palisade wall.

'This is but a taste of the terror that Saruman will unleash.'

GANDALF™

NEXT PACK…

In Pack 29 we present the next scenario in the campaign – 'The Deeping Wall'. You will also discover how Richard and Mark fared when they played through the game, along with the consequences of the results.

The exciting climax of our campaign, the 'Retreat to the Hall' scenario, will be presented in full as a Battle Report in Packs 30 and 31.

Haldir™

Haldir has arrived at Helm's Deep to honour an ancient pact between Men and Elves. Here we show you how to paint your Haldir model, introducing techniques to paint the most distinctive part – his Elven armour.

Haldir is a Captain of the Elves and protector of the borders of Lorien – home to the Lady Galadriel. While patrolling his forested homeland, he wears neutral greens and browns that help him blend in with his surroundings. However, when war calls he dons his suit of ancient battle armour. Forged with all the skill of the finest Elven smiths, this armour is as beautiful as it is functional. In this Painting Workshop, we will concentrate on painting the armour using ink washes so that it matches that seen in *The Two Towers* film. Also, we can produce a more realistic effect for Haldir's blond hair now we are using the full Citadel paint range.

◄ CAPTAIN OF THE ELVES OF LORIEN
Haldir and his Elves send volley after volley of deadly arrows into the Uruk-hai force attacking Helm's Deep.

PAINTING ESSENTIALS

PAINTS REQUIRED

- CHAOS BLACK
- SHINING GOLD
- CHESTNUT INK
- MITHRIL SILVER
- BLACK INK
- DARK GREEN INK
- VOMIT BROWN
- RED GORE
- RED INK
- BROWN INK
- DWARF FLESH
- BESTIAL BROWN
- ELF FLESH
- BUBONIC BROWN
- SNAKEBITE LEATHER
- BLEACHED BONE
- SCORCHED BROWN
- CODEX GREY

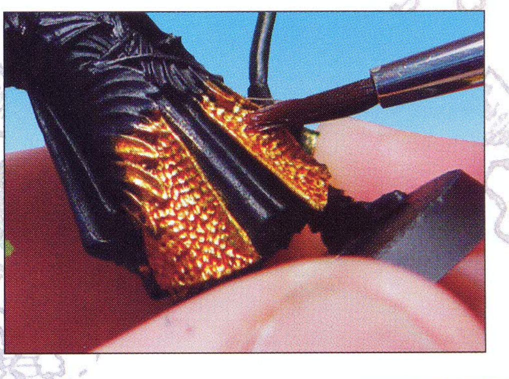
When to Use Inks

This Painting Workshop uses inks on Haldir's armour. Inks can be very useful when painting as applying an ink wash is often a better choice than a watered-down paint wash. They are especially useful over metallic paints, as the ink will not dull the shine as a paint wash might. Inks can also be used to enhance a colour's richness of tone, as will be shown on Haldir's cloak. You can control the intensity of an ink's colour by varying the amount of water that you mix with it.

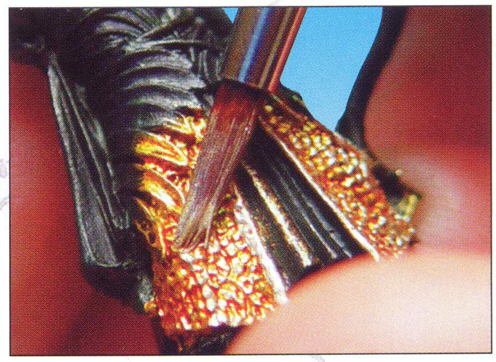
Painting Your Miniature

1 Chainmail Armour

The armour on this model is split into two types, chain and plate. After the model has been given an undercoat of Chaos Black, paint an even coat of Shining Gold onto the chain armour. Next, mix a little water with some Chestnut ink and apply this mix to the chainmail. You will notice that the ink flows into all the holes in the chainmail, giving a red-orange shading effect. Next, dry-brush Shining Gold over the chainmail. Finally, mix a little Shining Gold with some Mithril Silver and then lightly dry-brush this over the top, near the edges of the chainmail. This will give the impression of the armour lightening toward the edges.



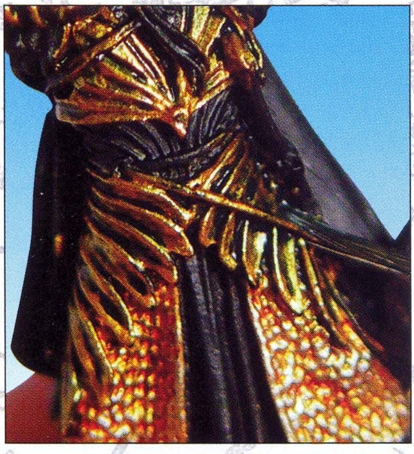
◄ *The Chestnut ink gives the armour a rich golden shade. Make sure the wash is completely dry before moving on.*



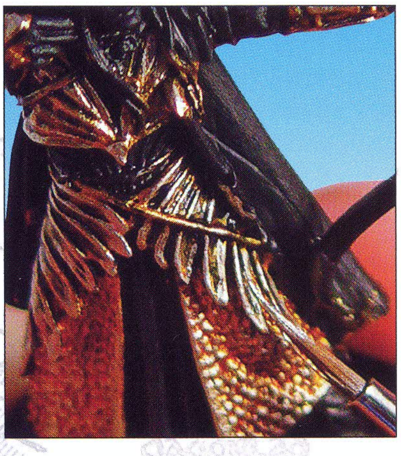
➤ *Mithril silver can be mixed with any metallic paint to create a lighter colour for highlighting.*

USING WASHES

When applying washes, especially ink washes, the amount of liquid on your brush is important. Too much and the colour will run all over the model, spoiling areas you have already painted. Too little and you will stain the base colour evenly, without creating any shading (this is an advanced technique that we will cover in later Packs, but not what we are aiming for now). Try to get your washes in between these two extremes.



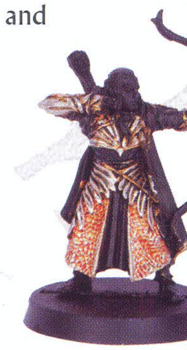
◄ *The green and black ink wash produces a different-looking gold armour, one that contrasts well with the mail skirt.*



➤ *Carefully paint the tips of the armour plates with the highlight colour.*

2 Plate Armour

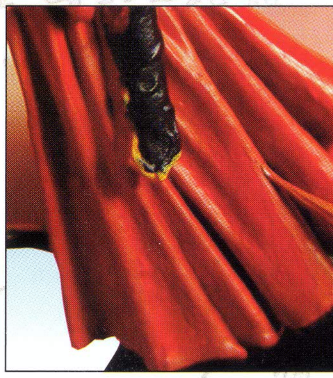
The plate armour is painted in a similar way to the chainmail. However, it has a slightly different tone. To achieve this look, we will use an alternative ink wash. First, paint all the plate armour Shining Gold. Remember to paint the armour on Haldir's shoulders and arms as well as on his chest. However, the area around the waist is red and will be painted in a later step, so don't paint it gold here. The ink wash that is applied next is created by mixing Black and Dark Green inks together. Water this mix down a little and then apply it all over the plate armour. Next, reset the Shining Gold base colour on the plate armour. Finally, mix a little Shining Gold with Mithril Silver and then paint this on the very edges.



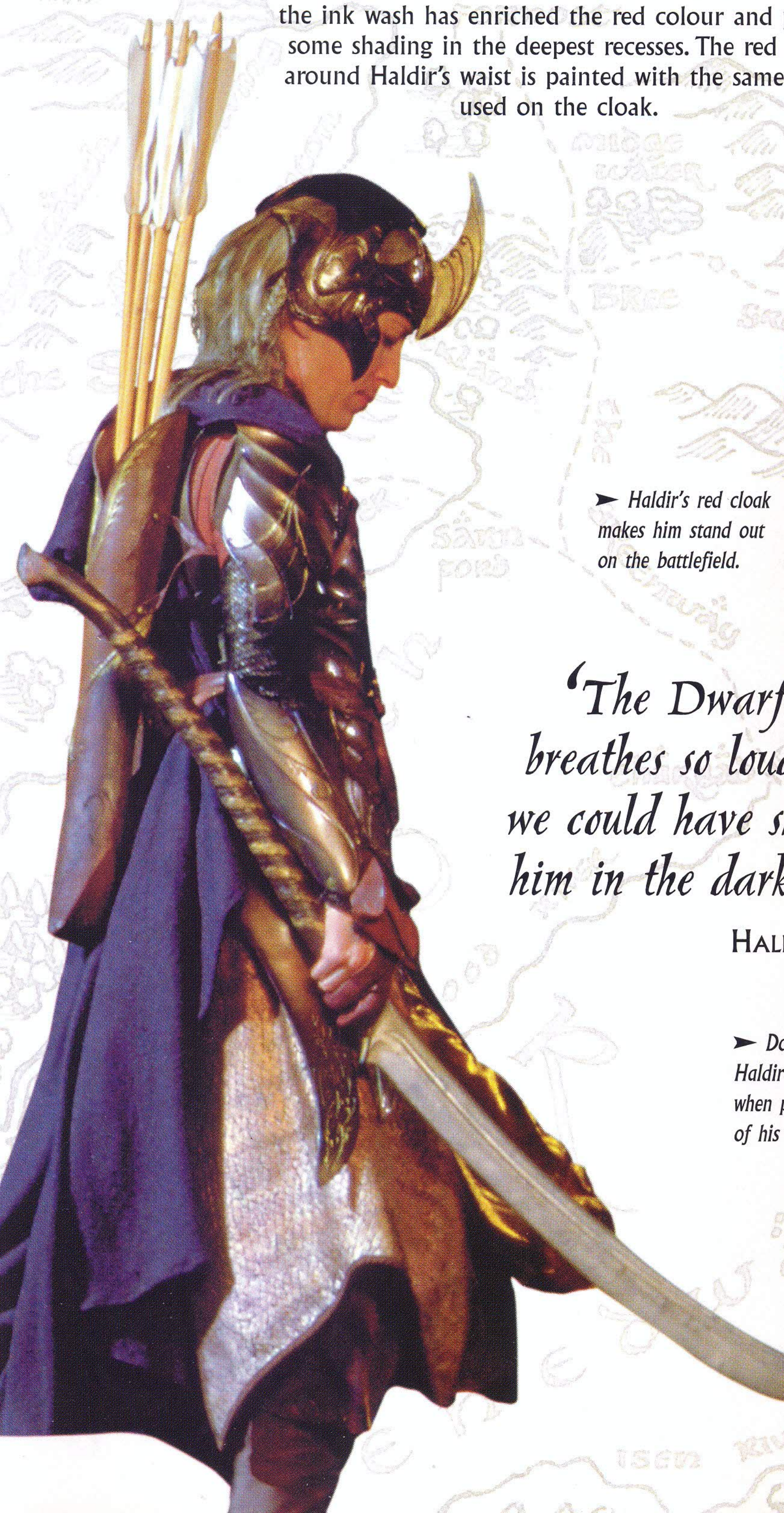
➤ *With the distinctive golden armour finished you are ready to start the next step.*

3 Captain's Cloak

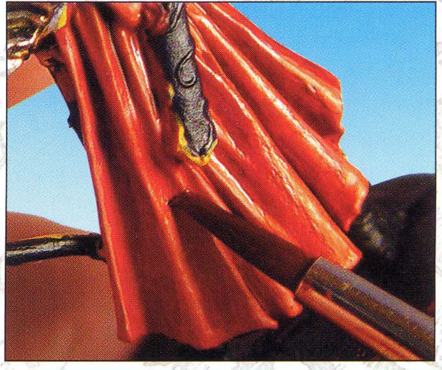
Captain Haldir's cloak is red to make him stand out among the blue cloaks of his troops. We need to paint the cloak with Red Gore. This colour may not cover well over a black undercoat, therefore we recommend re-undercoating the cloak with Vomit Brown first. Over the Vomit Brown, apply an even coat of Red Gore. Next, mix Vomit Brown with Red Gore to produce a lighter red colour. Paint this along all the edges of the cloak. Finally, mix a little Brown ink with some Red ink and apply this over the whole cloak. You should see that the ink wash has enriched the red colour and provided some shading in the deepest recesses. The red armour around Haldir's waist is painted with the same technique used on the cloak.



▲ *Carefully highlight the edges of the cloak with the lighter red colour.*



➤ *Haldir's red cloak makes him stand out on the battlefield.*



▲ *The dark red ink wash enriches the highlights and provides shading.*

4 Face and Hands

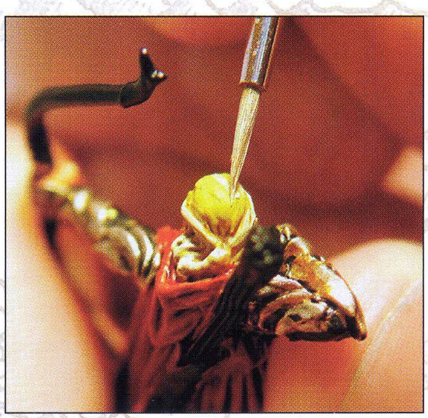
Haldir's skin is first painted with Dwarf Flesh. Then, a watered-down wash of Bestial Brown is applied. The base colour is reset using Dwarf Flesh again. Finally, the edges of the fingers, cheeks, lips, chin, eyebrows, nose and forehead are all highlighted with Elf Flesh. Remember to leave the eyes black – or carefully paint them black afterwards. Note that Haldir wears a finger guard over the first two fingers on his right hand, which will be painted in Step 6.

> *'The Dwarf breathes so loud, we could have shot him in the dark.'*
>
> HALDIR ™

➤ *Don't forget Haldir's pointed ears when painting the rest of his face.*

5 Blond Hair

Haldir's blond hair can be painted in the same way as Legolas's hair in Pack 8, or you can use the following technique instead. With access to a broader range of colours, painting a more realistic blond is easier to achieve. First, paint all of Haldir's hair with an even coat of Bubonic Brown. Next, apply a watered-down wash of Snakebite Leather, which will provide the shading. Finally, use Bleached Bone to paint all the pronounced hair strands. However, on the top of Haldir's head the hairs aren't as defined. In this case, paint the Bleached Bone on in 'streaks' to give the appearance of hair. If you like how Haldir's hair looks using this technique, you could repaint Legolas's using it.



Paint a series of streaks onto the top of Haldir's head to create the impression of hair.

Using this technique provides a very natural looking blond colour.

Bestial Brown is a good colour for highlighting Scorched Brown.

The black sleeves are highlighted with Codex Grey.

6 Inner Robes

Haldir's robes are first painted Scorched Brown and then Bestial Brown is painted onto the very edges. This is also a good time to paint his boots and sleeves Chaos Black before highlighting the edges with Codex Grey. Once the sleeves are dry, you can paint the straps holding the armour Scorched Brown with Bestial Brown edges. Haldir's finger guards can be painted in the same way.

7 Elven Weaponry

Use the following technique to paint Haldir's sword hilt, bow and quiver of arrows. First, paint them Scorched Brown. Next, paint Bestial Brown on the edges. Finally, the decorative swirls of detail can be painted Shining Gold. Be careful when painting the gold detail here, as it is quite fine. Use the smallest brush you have and take your time, especially when painting the swirls around the bow's handle.

A steady hand is needed when painting the gold detail onto the bow.

After highlighting the brown areas, paint the decorative details with Shining Gold.

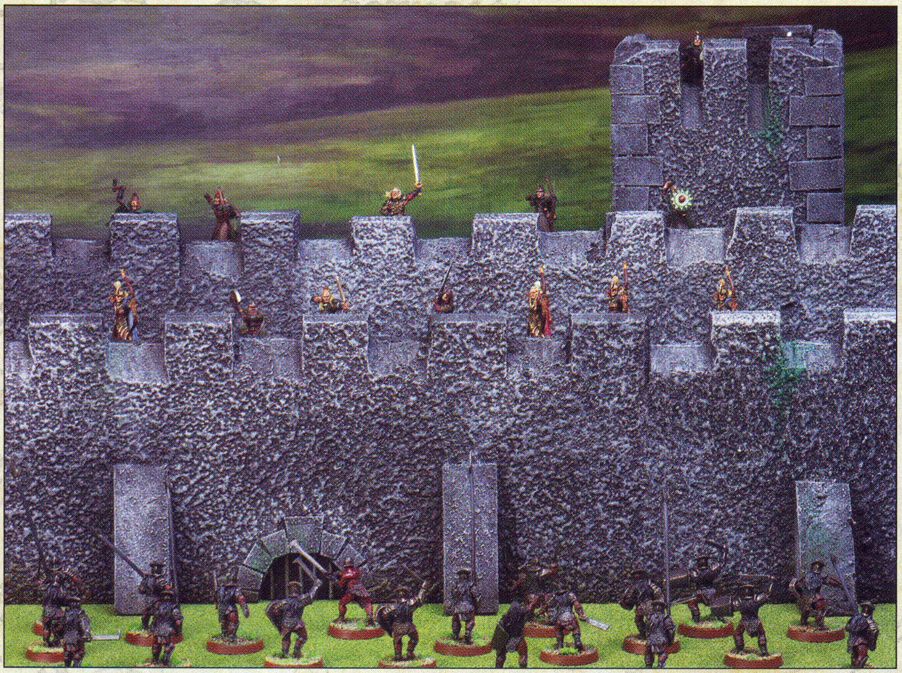
8 Finishing Touches

The fletching on the arrows are dry-brushed Bleached Bone. The straps at his chest and hip are painted Scorched Brown, while the one around his waist is painted gold. Once these last few things have been painted, the model is ready to be based and to join the rest of your troops in your Battle Games. The ink wash technique you have used on Haldir will be invaluable on your later models.

Once Haldir is based, he is ready to join the Rohirrim on the battlements of Helm's Deep.

Fortress Walls and Towers

The strength of any stronghold lies in its walls. Archers line the battlements, raining arrows, stones and burning pitch down upon the attackers. In this Modelling Workshop we start to build a great fortress, beginning with the walls and towers.



◄ MAN THE DEFENCES!
The Uruk–hai army assaults the walls of the fortress.

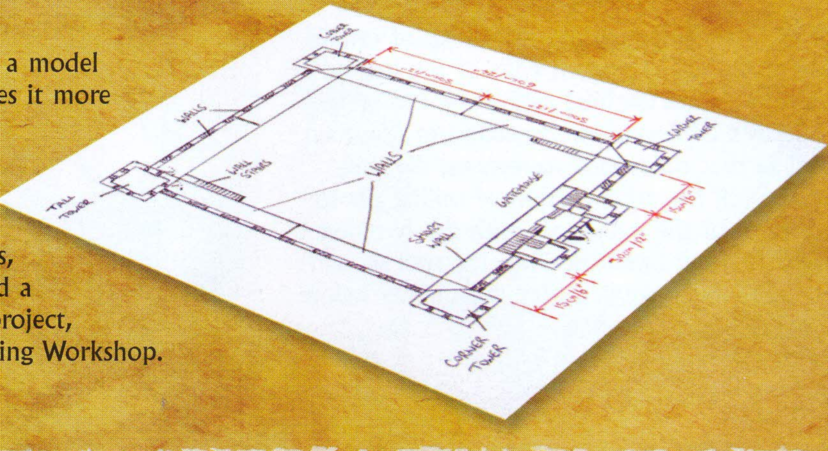
Building castles is an art that has evolved through the ages. In Middle-earth, sieges have provided the pivotal moments in many wars, from the siege of Barad-dûr to the battle for Helm's Deep. The distinctive crenellated walls and towers were developed using long-accumulated knowledge of siege-craft and warfare, to allow a defending force to fight off far greater numbers of foes. In this Modelling Workshop we'll be looking at how to start building a model fortress of your own, beginning with the curtain walls and corner towers that distinguish castles from other fortifications.

YOU WILL NEED

- 5CM / 2" THICK POLYSTYRENE SHEET
- FELT-TIP PEN
- MASKING TAPE
- POLYSTYRENE CEILING TILES
- HOT WIRE CUTTER
- PVA GLUE
- COCKTAIL STICKS
- 2½CM / 1" THICK PINK STYRENE
- THIN CARD
- MODELLING SAW
- SCISSORS
- MODELLING WIRE
- NEEDLE-NOSE PLIERS
- WOODEN BARBECUE SKEWERS
- BLACK TEXTURED PAINT
- CHAOS BLACK, CODEX GREY, FORTRESS GREY, SKULL WHITE, BROWN INK AND GREEN INK

The Modular Fortress

The easiest and most convenient way to make a model fortress is to construct it in sections. This makes it more practical to store, as well as giving you more options when laying it out on the battlefield. Like all modular terrain, it helps if you plan out the sections you intend to make first. We decided to build six long wall sections, two small wall sections, four corner towers and a gatehouse. The gatehouse is a more involved project, which we will be covering in Pack 29's Modelling Workshop. The fourth corner tower will be a larger one and will be covered in Pack 31.



Curtain Walls

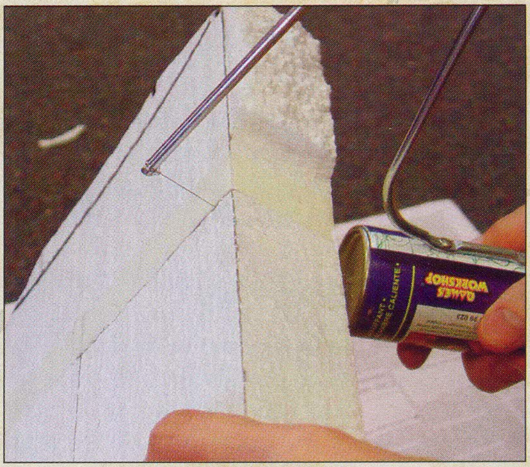
The curtain walls run around the perimeter of the castle, and are the defining feature of most strongholds. The techniques described here will show you how to make tall, stone walls, with crenellated battlements, as well as walkways around the interior that allow the defenders to take up fighting positions.

TOP TIP

Achieving a straight cut in thick polystyrene can be tricky. To get around this, we used pieces of masking tape to reinforce the markings on the walls. By using the tape as a guide, you will find that the hot wire cutter is much more precise than if you follow the marked-out line by eye.

1 Cutting the Polystyrene

The basic walls are made from 5cm/2" thick insulating polystyrene. Later, this will be sandwiched between two sections of polystyrene ceiling tile, so it is a good idea to use the tiles now to mark out the width of the wall. The walls will be approximately 30cm/12" wide, but because some ceiling tiles are slightly shorter or longer than this, it's most important to get the tiles and the thick polystyrene the same width. Once you have measured the width, mark out the height. The walls are approximately 10cm/4" tall. Finally, cut out the wall with a hot wire cutter, leaving you with a rectangle of polystyrene. Following our plan, we need five more of these, making six in total, as well as two small sections, each about 15cm/6" wide.

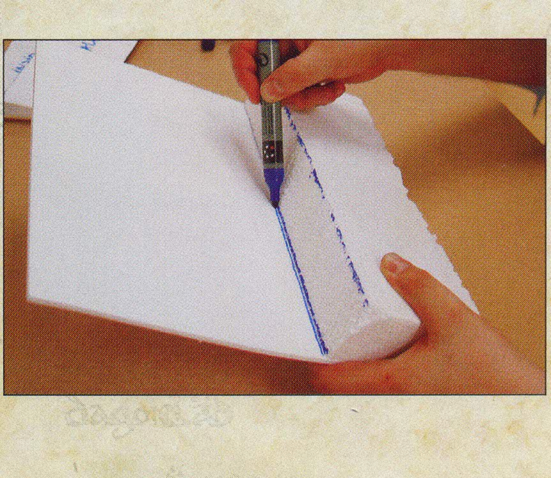


▲ CUTTING OUT THE WALLS

Masking tape helps you to cut straight lines with a hot wire cutter.

2 The Ceiling Tiles

Each wall section will require three pieces of ceiling tile to give it the distinctive castle wall shape. One should be exactly the same height and width as the wall, marked out as shown, and will be stuck to the rear. The other is about 2½cm/1" taller, and will be stuck to the front. It is important that these two sections have the bevelled edge pointing upwards. The final piece is a thin strip, about 2½cm/1" tall and the full width of the tile across.

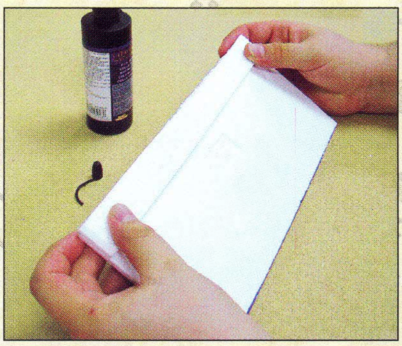


◄ MARKING THE TILE

Mark out the rear ceiling tile section by drawing around the polystyrene wall.

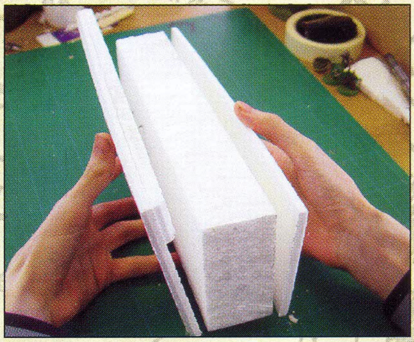
3 Constructing the Battlements

Using PVA glue, stick the thin strip of ceiling tile to the top (bevelled) edge of the largest piece, with the textured sides both facing outwards. Glue this whole section to the main wall so that the thin strip rests on the wall itself. Stick the other section of ceiling tile to the back of the wall, again with the bevelled edge pointing upwards. Once the wall section is assembled, leave it to dry thoroughly before moving on to Step 4.



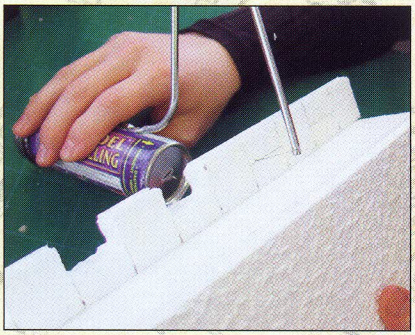
▲ GLUING THE BATTLEMENTS

Stick the thin strip of tile onto the largest piece to create the front of the wall.



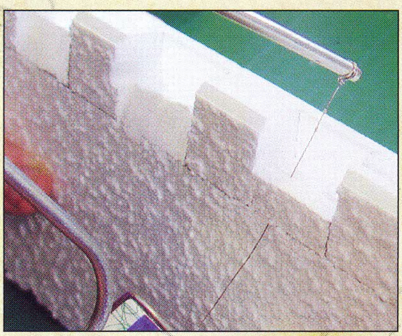
▲ ASSEMBLING THE WALL SECTION

Glue all the pieces together to create the basic wall shape.



◄ JAGGED BATTLEMENTS

Merlons and embrasures are the most important features of a castle wall.



➤ SLOPING DETAIL

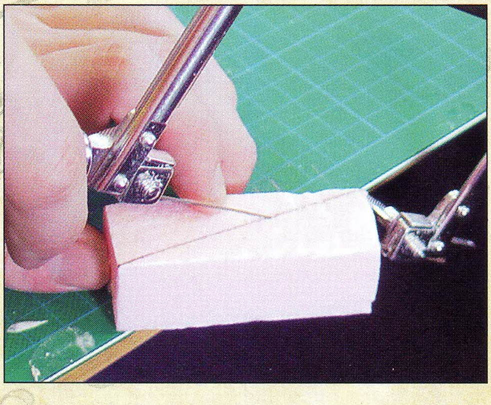
Here you can clearly see the angled detail beneath the embrasures.

4 The Crenellations

Crenellations are the distinctive 'tooth-shaped' defences that run along the top of castle walls. The raised, solid parts are called merlons and the gaps are called embrasures. These, along with the top of the wall, make up the battlements. Divide the battlements into 10 or so equal squares (five if you're marking the short walls), and mark out which will be the embrasures and which will be the merlons. The embrasures should be cut about halfway down the rim of the battlements, so that a model can stand behind them and 'see' over the top. Once the embrasures have been cut out, you can add extra detail by cutting an angled section out of the wall directly below them, as shown.

5 The Buttresses

Buttresses are stone support struts that reinforce the structure of the outside wall. To make simple buttresses, cut a rectangular piece of 2½cm/1” thick styrene approximately 7cm/3” long and 2½cm/1” wide. Mark a diagonal line from one corner to the other on one of the long faces. Use a fine-toothed modelling saw to cut along this line, giving you two right-angled, triangular shapes. Glue these to the front of the wall so that they are fairly evenly spaced. You will need two buttresses for each long section, and one for each short section.

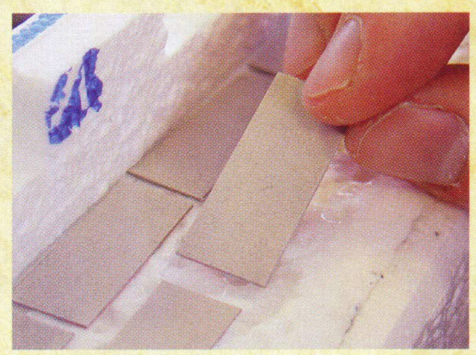


➤ CUTTING THE BUTTRESSES

Be careful to cut a straight line when sawing soft material like styrene.

RECAP

To hide any unsightly gaps and create a further level of detail, you can add flagstones to the top of the walkway, using rectangles made of thin card just as you did in Pack 25's Osgiliath Sewers.

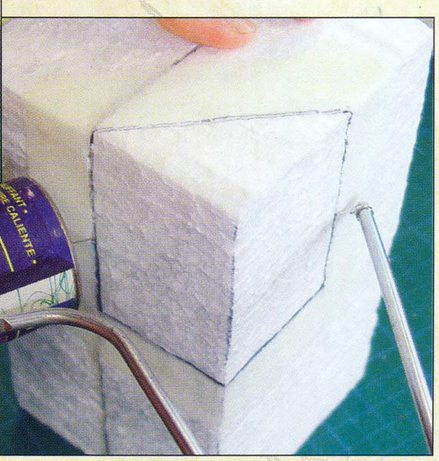


Corner Towers

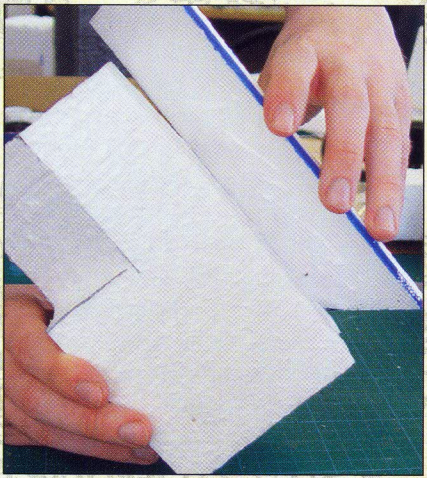
1 Cutting the Polystyrene

The towers presented here represent solid stone ones with no interior. In Pack 30 we will look at how to build larger towers with removable walls to reveal the interior. The basis of the tower is a solid piece of polystyrene, made from two rectangular sections. Cut out two equal-sized rectangles from the 5cm / 2" thick polystyrene sheet. Ours measured 18cm / 7" by 10cm / 4". Use PVA to stick these two sections together (so that the base measures 10cm / 4" square) and leave them to dry. Next, mark a point on any corner that is exactly as high as the wall walkway when measured from the base of the tower. From this point, draw a 5cm / 2" line on each side, and then up to the top of the tower. Cut this section out so that there is a diagonal section missing from the tower, with a small, triangular platform at the bottom of it.

◄ TOWER IN TWO HALVES
Use PVA glue to stick the two tower sections together.



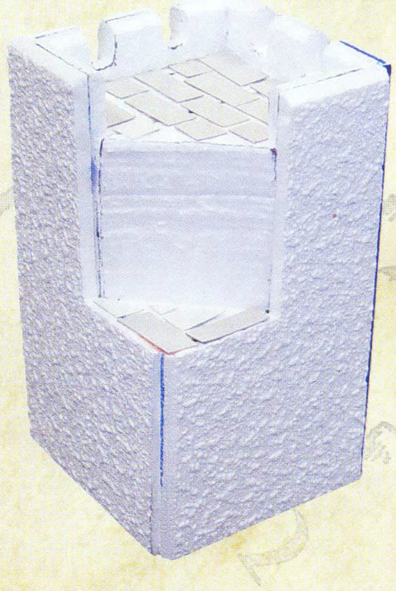
► CUTTING THE CROSS SECTION
Use the hot wire cutter to cut out a diagonal section. This will continue the walkway from one wall to the next.



► COVERING THE TOWER WALLS
Use ceiling tiles to cover the outsides of the tower, so that the texture matches the wall sections.

2 Adding Ceiling Tiles

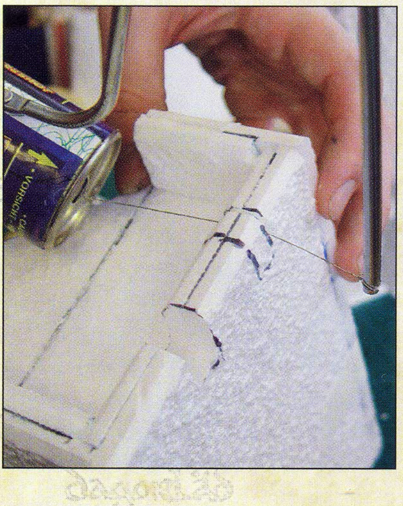
You will need to cover the outside of the tower with polystyrene ceiling tiles in the same way as for the walls. The sections of tile should extend about 2½cm / 1" above the top of the tower to create battlements as on the walls. Remember that two of these tile sections will need to be L-shaped to accommodate the cross section that you cut out of the tower, and that you should position the ceiling tile sections so that the bevelled edges point upwards. Use thinner strips of ceiling tile to create double-thickness battlements.



▲ THE ASSEMBLED TOWER
Notice how card slabs have been added to cover up any unsightly gaps.

3 The Battlements

The embrasures in the tower battlements are created in the same way as the ones on the walls. However, these will need to be narrower and closer together due to the smaller dimensions of the tower. If the topmost corners of the battlements look a little rough, then take a hot wire cutter to them and slope the corners so that they look neater. You can add flagstones to the top surface and the triangular walkway to finish off the tower.

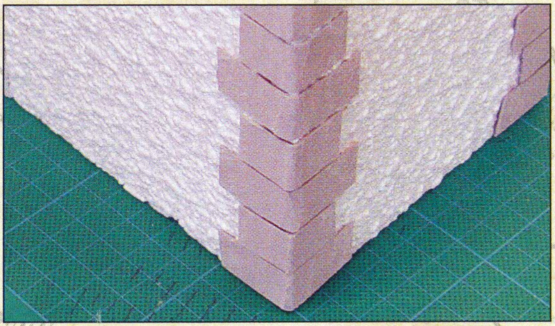


► THE EMBRASURES
The smaller embrasures of the tower are reminiscent of Helm's Deep.

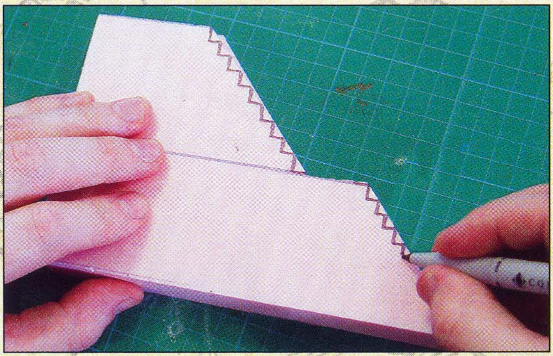
Adding Details

1 Corner Bricks

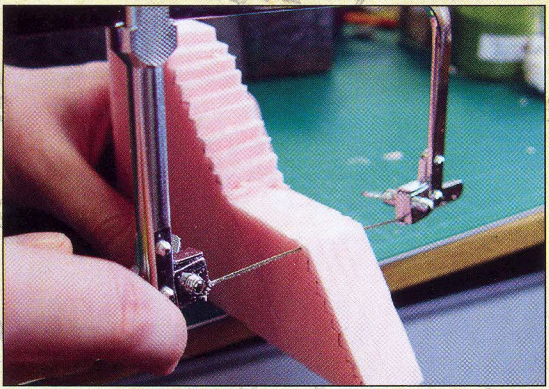
The corner towers will benefit from a little extra detail on their exteriors, to add a more precise look to the construction. To cover any gaps at the corners, simply glue folded thin rectangles of card all the way up the tower with PVA, to make cornerstones. Use two different lengths of card and alternate them so that they look like real brickwork.



➤ CORNERSTONES
The thin card cornerstones cover the edges of the polystyrene tiles.



➤ PLANNING THE STAIRS
Mark out the wall-stairs so that they have at least one place for models to stand on.



➤ CUTTING STAIRS
A fine-toothed saw, such as a modelling saw, is ideal for detail work like this.

2 Making Stairs

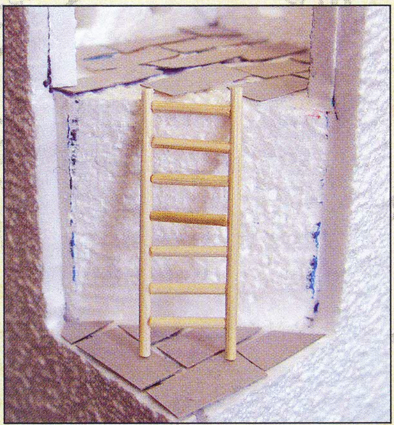
Although you can use access ladders to rest against the inside of the walls (see Pack 27's Modelling Workshop), your fortress will look much more impressive with a set of stone stairs attached to a few of the wall sections. You don't need to add stairs to all the sections – one or two will be enough.

Cut out a rectangle of 2½cm/1" styrene, the same height as the wall and about 2½cm/1" wide. Draw the shape of the stairs as shown. Each individual stair can be quite small, but you will need to make a small landing about halfway up so that models can be placed on it. Cut out the stairs using a fine modelling saw, again being careful to make straight cuts. Using PVA glue, stick the stairs to your wall in whatever position you prefer. The flat edges at the top of the stairs and the landing will benefit from some card flagstones so that they match the rest of the walls and towers.

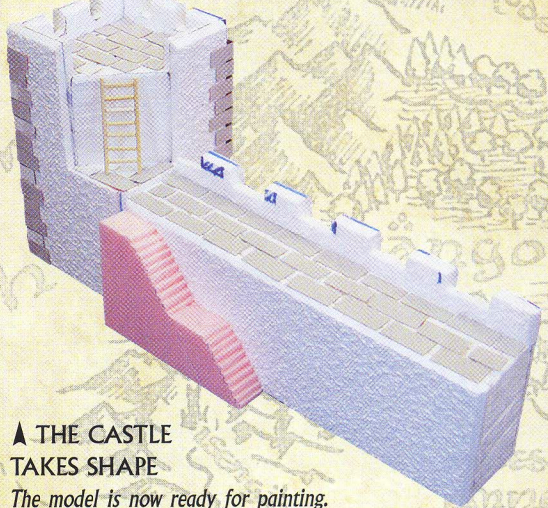
3 Ladders

Access ladders can be made from the spare pieces of bamboo skewers. For each ladder cut two skewers into approximate 7cm/3" lengths to make the side struts. The rungs are made from short 2½cm/1" lengths. Glue the rungs between the side struts to finish the ladder. Don't stick them in place on the model, as you may need to move them around during your Battle Games.

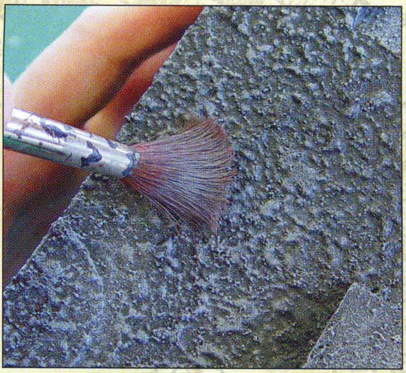
NB. Siege ladders can also be made using the same technique. They need to be about 13cm/5" tall.



▲ ACCESS LADDERS
This shorter ladder allows models to move from the wall to the top of the tower.

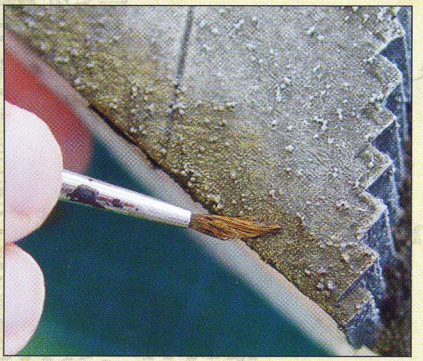


▲ THE CASTLE TAKES SHAPE
The model is now ready for painting.



➤ PAINTING THE WALLS

Dry–brush the walls grey to achieve a natural stone effect.



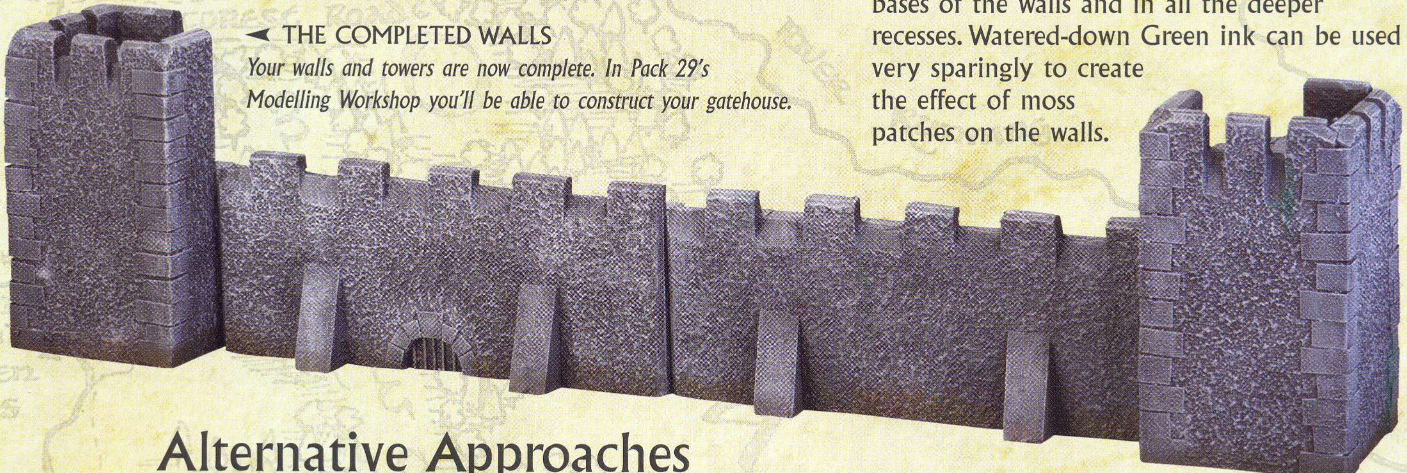
➤ INK WASHES

Thin ink washes will add realism and interest to the bleak, grey walls.

④ Painting the Model

The first thing you will need to do before painting the walls and towers is to texture the whole model. Use textured paint, preferably black, to undercoat each piece. If your textured paint isn't black, you'll need to give the entire model a coat of Chaos Black before continuing.

Dry-brush the castle in stages, in exactly the same way as you did for the sewer sections in Pack 25. Begin with a heavy dry-brush of Codex Grey, then a lighter dry-brush of Fortress Grey and finally a very light dry-brush of Skull White. Once the stonework is dry, apply thinned-down Brown ink to the bases of the walls and in all the deeper recesses. Watered-down Green ink can be used very sparingly to create the effect of moss patches on the walls.



➤ THE COMPLETED WALLS

Your walls and towers are now complete. In Pack 29's Modelling Workshop you'll be able to construct your gatehouse.

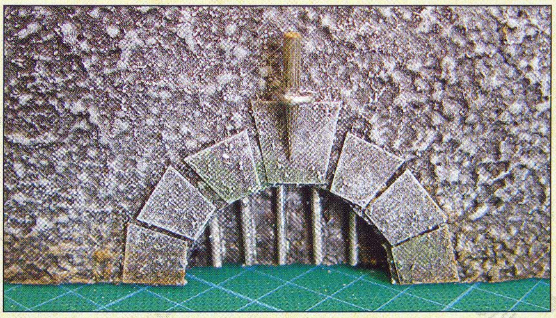
Alternative Approaches

Finishing Touches

There are several ways of improving the overall look of your fortress. Try adding torches to the interior of the walls and towers at irregular intervals. The torches and wall sconces are made from wooden barbecue skewers and modelling wire, in exactly the same way as the ones in Pack 25. Be sure to position the torches in places where models could conceivably reach.

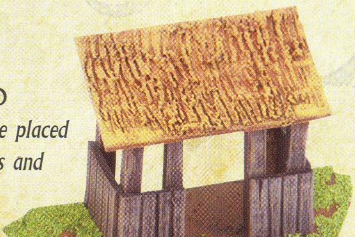
We chose to make a culvert in one of our wall sections to represent the one in the Deeping Wall of Helm's Deep. The culvert is quite simple to make. Draw around a model cavalry base to get a semicircle in the centre of the base of a wall section. Repeat this process on the other side, in the same position. Cut both of these semicircles out of the ceiling tile part of the wall, leaving the main polystyrene block untouched. Glue pieces of cocktail sticks into the gap to make the iron bars. We also added card brickwork around the edge of the culvert. Paint it in exactly the same way as the sewer outlet in Pack 25.

Finally, you can make lots of small structures to place against the inside of the walls. Using the techniques described in Packs 13, 20 and 27, you can create a variety of wooden details such as towers, wall-supports and shacks, or even a lean-to like the one shown. Experiment using the modelling skills you have gained so far and bring life to your castle.



▲ THE CULVERT

The brickwork makes this detailing particularly effective. A torch has been added on the inside of the wall.



➤ THE LEAN-TO

These small shacks are placed against the inner walls and are used as storage rooms by the castle defenders.

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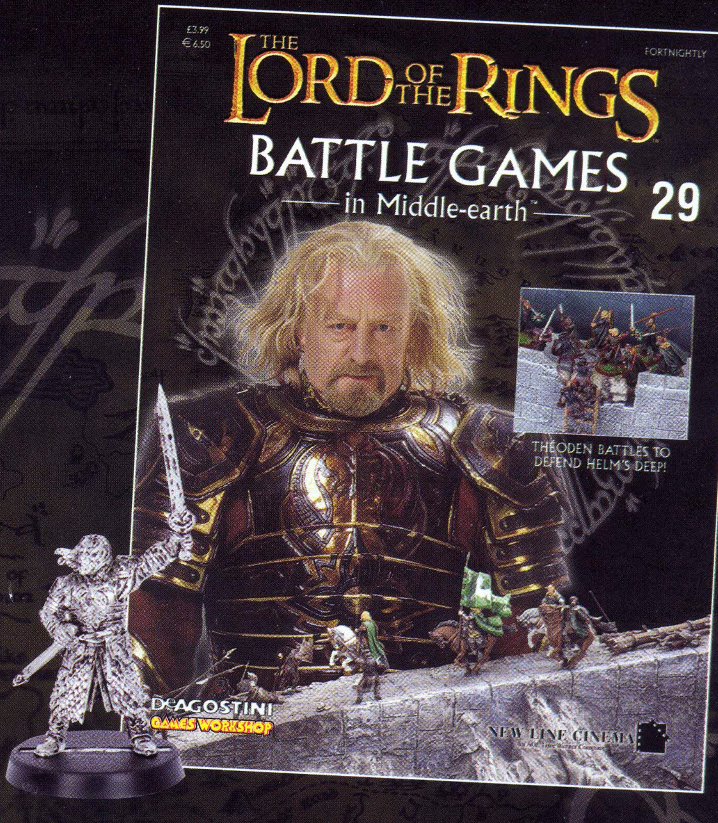
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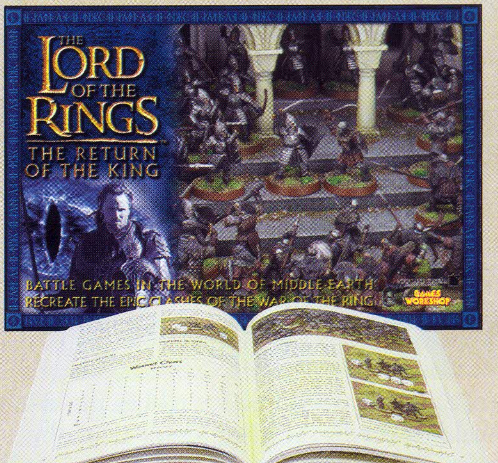
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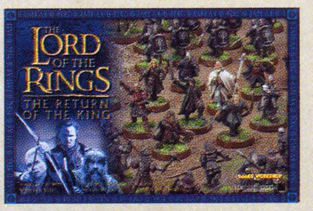
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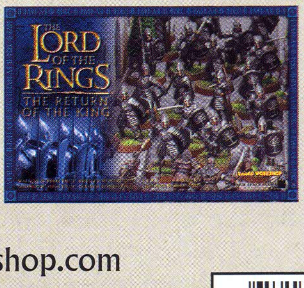
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